▶ LOCATION INDEX

Loading Instructions

Insert cassette and ensure tape is fully rewound.

Press shift/run stop. Then press play on tape.

After a while a menu showing the games on the tape will appear on the screen. Reset the computer and put the tape counter back to zero. Load the first game in the normal way. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction booklet for easy location of games for future use.

If you encounter any problems in loading make sure the heads on your tape deck are clean and if necessary adjust the volume level of the recorder.

Disk Loading Instructions

Insert disk and type:- LOAD "MENU",8 Then press RETURN.

When it has loaded type RUN and press RETURN. Then the menu appears. Press 1, 2 or 3 to load required game. Switch off on and repeat above for each subsequent game.

1 ▶ SUPER PIPELINE II
© Taskset

The Game All you have to do is keep the pipeline in good condition until the barrels are full.

The water tank holds enough water to fill all the barrels and then some spare. Simple eh!

If the pipeline develops a leak, the water will spill out and be lost.

You play Foreman Fred. His job is to defend the pipeline and get any leaks fixed, fast. Leaks can only be fixed by a workman and a workman needs taking to the leak before he'll start.

The pipeline runs through many hostile lands populated by evil insects and terrible tools. You have the only gun, so the workmen look to you for protection.

Setting Up
1. If you have a joystick use PORT 2.
2. If using keyboard control. L = left

         : = right

         RUN STOP = up

         = down

         SPACE-BAR = fire
3. Use the volume control on TV or monitor
4. Press FIRE to play

Getting Started As soon as you've loaded the game it will cycle through the demonstration mode, showing the title page, a scene from the game and a list of the top ten high scores. The system assumes you want a 1 player game with three lives. Press function key F1 to allow 2 players or more lives. Press FIRE at any time to start the game.

The game screen sets up showing the water tank top left and the barrel scrolls in as this pipe network is drawn for you. All the pipes are empty and play begins as the water begins to flow. You, as Foreman Fred are at the top of the pipeline. Watch out for your workmen wandering into the action and collect them as soon as possible. You'll have to defend this pipe against the attacks from manic power drills as they cause leaks and protect your workmen from gnawing caterpillars and ferocious hammers. Fix any leaks as quickly as possible by taking (at least) one workman to the leak. Protect him until he's finished hammering and the flow will be restored. If you fill the barrel you've won this phase.

Hints and Tips There are dozens of types of baddies. Some make leaks, some are difficult to kill. Look out for opponents like the shower of tacks which, of course, you can't kill at all. Special guest appearances by the six-legged Venusian Pipe Spider shouldn't cause too much trouble and the Hard-Case Lobster (shoot only from behind) has a cameo role.

If you've suffered too many leaks and still haven't filled the barrels, the water level in the top tank can get critically low. The whole pipeline will begin to flash indicating low water. Get on and fix the leaks quickly – you can still do it but your score is being reduced now. Remember that any baddie will kill you on contact. If the action is getting fierce or you are trapped in a dead-end by the Shower of Tacks – use a workman as a shield. He may get knocked off – but he'll be back.

2 ▶ MUTANT MONTY
© Artic

The Game Like most people Monty has two main ambitions in life, to "get rick quick" and to become a hero. Here he has the opportunity to achieve both.

He has only to make his way through 40 rooms, collecting all the gold en route and rescue the "damsel in distress". What Monty is not aware of are the countless aliens all set to stop him; from the dreaded parallelians to the very beautiful but extremely rare Quantum Leapers (QL?) (Sorry Sir C!) – and also that he has to pass through the Pit of Eternal Slime, the inside of a neutron accelerator and cross the desolate wastes of Pithor before he can finally rescue the fair maiden.

All this with only five lives and the clock ticking away against his score, should Monty continue or should he have to stop for a drink at the conveniently placed refreshment bar? Poor Monty, only the brave should play.

Control Keys

F1	Start
F3	Pause
F5	Music On/Off
F7	Quit Game
Q	Up
A	Down
O	Left
P	Right

or use Joystick Port 2.

3 ▶ HENRY'S HOUSE
© English Software

The Game Life in a royal household is never as straightforward as it seems – things go right (and wrong) often in the strangest ways. Little Henry sets out to investigate and discover the secrets of each room, learning and experiencing as he goes! He is actually (naturally) a very quick learner – mastering each new situation as he encounters it. Little Henry has never before played a game with so many dazzling objects and locations to investigate – little boys grow up very quickly when they're having fun!

Control Henry's House is a one player game using joystick port 2.

Start	Press the F7 key or the joystick button
Pause	The space bar will pause, then re-start the game
Reset	The F1 key will reset the game to the title page and the demonstration mode

Little Henry must cleverly collect objects and find his way out to the next room.

Clothes Cupboard Gloves: hats: bow-ties: money bags: batty buttons: bewitched boots: QUESTION MARK!

Bathroom Rubber ducks: nail brushes: soap: plastic scissors: tap: water drip: teeth: sponge: toothpaste: BATH PLUG!

Kitchen Trifles: biscuits: glasses: cakes: RASPBERRY!: egg: food mixer: toast: tea: can opener:

Henry's Lounge Television on the blink! candles: plants: lamps: jars: cuckoo clock: CARRIAGE CLOCK!: fireplace: parrot in (and out of) cage:

Henry's Playroom Ambulances: teddy bear: racing cars: aeroplanes: PARACHUTE!: speed boats: Jack in the Box:

Henry's Nursery Slippers: hot (not very hot) water bottle: radios: alarm clock: TELEPHONE!: lamps: dummies: cups of tea: ladder + 1:

Dining Room Drumstick: knife and fork: hamburger: banana: SALT CELLAR!:

Henry's Creepy Dungeon Crucifix: dagger: bone: skull: BUBBLING BOTTLE!... Crucifixes are very powerful...

Henry's House features arcade-quality action: arcade-quality graphics & progressive skill levels.

Special Note At the end of the gate, if you wish to recommence play from your last room, press the **Joystick button**. Otherwise press F7 to commence play in the Clothes Cupboard!

4 ▶ GRIBBLY'S DAY OUT
© Hewson

The Game Welcome to the planet Blabgor, home of Gribbly Grobbly, one of a race of creatures who have developed their brain to such an extent that they can move by thought power alone. In this exotic world the younger Blabgorians, known as Gribblets, lead a carefree life and can be found playing between rocks, over the lakes and on mystical floating islands. The hills around are infested with more primitive creatures who are out to carry off the Gribblets, and Seon, an insane and wayward Blabgorian, is lurking in the psi web in the sky. Can you herd the Gribblets to the safety of the cave in time?

Controls Plug your joystick into the rear port (port 2) and move it to left or right to pass through the introductory screens, or press the fire button to start the game. The second introductory screen gives instructions on setting the real time clock.

Action	Result
On the Ground:	
Joystick left/right	Bounce left/right
Joystick up	Levitate
Fire	Pick up/Drop Gribblet/ Blow bubbles
In the Air:	
Joystick left/right/ up/down	Levitate left/right/ up/down
Fire	Blow bubbles/Switch web controls

Getting started Gribbly materialises beneath the cave where you must hide the Gribblets. Let him float to the ground and then bounce left to find your first Gribblet playing in the sunshine. You may also encounter a pulsating psi-grub to boost your psi energy. Settle on the Gribblet, and press the fire button. Bounce back to the cave, levitate to a ledge and deposit the Gribblet by pressing the fire button. The music will play if you have found a safe ledge.

When you encounter an alien life form, bubble it by pressing the fire button. You will gain extra points for each life form destroyed. Remember that if you allow the life forms to develop and mutate they will carry off your Gribblets. You can collect at most eight Gribblets from each screen. Sometimes some Gribblets will be carried off irretrievably. When you have saved the last but one Gribblet the psi web will power down and you must seek out and collect the final youngster before Seon gets to you.

New screens are selected partly in relation to your previous performance.

Controlling the web When levitating it is possible for Gribbly to alter the status of any part of the psi web, provided a control is available. The web is arranged in triangles, and within most triangles is a cluster of three cross-shaped controls. A web section can be activated or de-activated by hovering Gribbly over the requisite control and pressing the fire button. Do not try to bubble whilst levitating near controls, as you may put a web up in front of Gribbly.

Scoring

Item	Points gained
Seed Pod	20
Green Topsy	40
Chrysalis	60
Stomper	no effect
Winged Creature	100
Pick up Gribblet	20
Drop Gribblet	−20
Place Gribblet in cave	100
Excess energy	bonus points
Catch falling Gribblet	100
Switch web off	−10
Switch web on	10
Collision in flight	−5 per event
Collision with Seon	−10 per event
Bubbling Seon	no effect

To enter your name in the Best Score window scroll the alphabet using joystick up or down and press the fire button to select the letter required.

Equipment Adjustments

f1/f2	Set/Start Clock
f5/f6	Increase/Decrease Music Volume
f7/f8	Colour/Black & White Video
After f1:-	
f3/f4	Increase/Decrease Hours
f5/f6	Increase/Decrease Minutes
f7/f8	50 Hertz (UK)/60 Hertz (USA)

Further Instructions

CONVENIENCE CONTROLS – During play it is possible to pause the game by pressing RUN/STOP.

WHILE IN PAUSE MODE – f7 freezes the animation

f8 returns to pause mode

CLEAR/HOME abandons the game

f1 allows the clock to be reset

RUN/STOP or fire restarts the game

BEST SCORE TABLE – Having entered your name or initials select END to complete the entry.

Some of the equipment adjustments are possible only while the Gribbly theme tune is playing.

5 ▶ SNOOKER
© Visions

Instructions After loading, Vision's Snooker checks to automatically see if you have a joystick attached. If not it selects the keyboard as the input medium. The joystick duplicates all the functions of the keyboard. Except where you need to select an option.

```
        ▲
        W            I
◀ A S D ▶    ◀ J K L ▶
        X            M
        ▼
```

The cursor keys shown allow you to move the Cue and the Cue Ball the "S", and "K" act as the FIRE button if you are not using a Joystick.

Start Game After loading, the message 'NUMBER OF PLAYERS 0/1/2' will appear.

0 = Demo

1 = one player game   2 = two player game

How many joysticks 0 – 1 – 2

Select the option you require, and the message 'DO YOU WANT A 15-BALL GAME Y/N' will appear. This permits you to play a full or a 10-ball game. After choosing your mode of play, the message 'PLACE WHITE BALL IN THE CIRCLE' will appear. Using the keys shown, or the joystick, position the + within the 'D' on the table plan. Ensure that the + is not touching one of the other balls. When you are satisfied with the position of the cue ball press 'FIRE' and the cue ball will appear.

First Break The message 'POSITION CROSS' will appear on screen. To make the break move the + which represents the cue aiming point i.e. the line the ball will take to your target point on the pack of reds. When you have chosen this position press the FIRE button. Holding this button down will increase the strength of your shot. The shot will be taken when you release the button.

Potting and Spin To aim for a ball use the same procedure for controlling the cursor as described above. To put spin on the ball, just move the joystick or cursor in the direction that you wish the ball spin to take, whilst first pressing the FIRE button.

Then release the FIRE button and continue to press the direction key or joystick. When you release the key the shot will be taken.

If you do not pot a ball and you are playing a two-player game, the next shot is offered to your opponent, otherwise you may continue.

If you pot a red you must then select a colour.

Selecting a colour After potting a red the message 'SELECT COLOUR TO POT' will appear. An arrow will appear on screen beside one of the colours and you must move this to the colour you are going for. This is done by using the keyboard or joystick, either up and down, or left to right. When you have selected the colour you want, press 'FIRE' and the game will be resumed. When all the reds are potted the computer is programmed to automatically select the colours in proper order.

Options

When the message 'POSITION CROSS' appears there are three options available:

1. DELETE BALL FUNCTION.   Key = F.1.

The SPACE BAR deletes the ball that is flashing and moves on to the next one. To skip a ball press any direction key. To skip through them all continue pressing any direction key until the cross re-appears.

2. ABORT GAME FUNCTION Y/N   Key = RETURN/STOP

Y starts a new game.

N returns you to the current game.

3. FOUL SNOOKER OPTION   Key = RETURN.

This option is only available on a two player game. After a 'FOUL SNOOKER' message appears, press the RETURN key to get the instruction 'FOUL SNOOKER PASS Y/N'.

If you answer 'yes' the turn is passed on to your opponent, and if it is 'no' you choose the colour to pot.

1 ▶ MAMA LLAMA
© Llamasoft

Intro/options Screen There are six parameters affecting game play. You can adjust these individually if you so desire. There are five play models – each with its own high score/CF and each with its own set of parameters. Each play mode is represented by a different animal icon at the bottom left of the screen.

To switch between play modes, press the SPACE BAR to step through the modes. To adjust a given parameter within a mode, press the letter corresponding to the initial letter of the parameter name – i.e. press "w" to adjust Wartime "s" for Shields etc.

For example, assuming that you are a beginner and want to set up an easy game: Press 'SPACE' until the goat icon is displayed. Then press 's' repeatedly until the display reads 'SHIELDS 9'. Likewise press 'g' until you get 'GEN RATE 9'. (You could, of course, adjust the other parameters too, but the settings given make for a nice gentle beginners' game.)

Parameters set under a particular mode will always be there whenever that mode is reselected. Try playing games under the modes set up in the program, and see how play differs.

The higher the number of a parameter is set, the **easier** that option becomes. 1 = most difficult, 9 = easiest.

WARPTIME This determines how much time you get to manipulate the wave select/strategy panel once you've warped out of a particular wave. If set low, you'll need to think fast and act quickly with your retros and antis.

SHIELDS Determines how much damage a hit on your llamas does, and indirectly, how much energy the llamas use up in running. Normal play uses shields set in the range 2-4, 9 is super easy, 1 is very hard.

GEN RATE Controls the rate at which enemies are generated. If set low, you will get only a short game because the grid will become inaccessible very quickly, necessitating good use of antis and retros. Set high for an extended game in which the grid remains accessible for a long time.

REGEN Controls the amount of time allowed per wave for the llamas to sit down and regenerate their strength.

ABORTS This is the number of 'panic presses' of the emergency warpgate opening button. You use the abort button if you're under heavy attack (usually by Rory the savage guinea pig) and have urgent need to leave the wave early.

NOGOES The number of grid 'mistakes' you are allowed to make before game termination. Set to 1, you'll be finished off if you make only one mistake. Set to 7, its maximum, it'll be the seventh mistake that kills you.

Starting the Game To begin a game once you have set up the options as you desire, press the fire button on the joystick.

Playing the Game Mama Llama is played in two main phases. First there is the strategy grid. Within the grid you can select which wave you wish to tackle next, and plant retroGenesis and antiGenesis devices. From there you go to the planetary surface and do battle. From there you either kill them all or abort. In either case, the Warp Node opens and by passing through it you return to the Strategy grid.

Grid phase Whilst in the Grid phase, I recommend that you play with the controls a bit, shuffle the grid around a bit to see how it works.

The **active square** is the flashing square at the bottom right. Within that square you place the symbol of the wave you want to do.

To move the symbols around Moving the Joystick moves the X- and Y-axis selector arrows (white arrows, at the edge of the grid). Use these arrows to point to the row or column you want to move. Holding down the FIRE button and moving the Joystick at the same time allows you to to rotate the row or column you want to move. (It sounds worse than it is in practice. Try it out a few times). With the combination of selector arrows and rotations, you can dial any symbol onto the active square.

There are certain rules to remember, however, whilst on the Grid: **Time is limited.** The scale to the right of the screen counts down continuously. Don't let it disappear entirely, or the game ends. You have to complete your manipulations and leave the Grid before time out.

Watch the icons The colour and graphic on the little squares tell you something of what to expect if you enter that wave. The **graphic** tells you what type of planetary surface to expect when you warp back in, as follows:

Little llama – indicates Inca City, Earth
Little camel – indicates Ancient Egyptian City, Earth
Rocket – indicates Lunar colony, low gravity
Music note – indicates Rock City, Led zepp IV, HEAVY gravity
Planet – indicates Inca homeworld, reduced gravity

The **colour** gives you a rough idea of how many aliens to expect within a given wave. A **dark blue** square would have maybe four or five aliens in it, and at the other extreme a **grey** square could contain over fifty creepies. The colour scale is displayed to the right of the grid, marked 'Safe' to 'Danger' to remind you.

Nogo symbols When you've completed a wave, or a wave becomes inaccessible through time (see below) any Nogo sign is displayed. Be very careful around these. You are not allowed to have a No Go symbol in the active square. The only time one should appear is where you've just come out of a newly completed wave. Your first move should be to rotate it out of the active square – you can do this without penalty.

Penalties are incurred for either rotating a Nogo into the Active Square, or performing rotations elsewhere on the grid having left a Nogo within the Active Square. The number of penalties you are allowed is set by the Nogos option at the beginning of the game. The number of penalties until Game Over is displayed by the number of non-Nogo icons on the colour display strip to the right of the grid.

Time and the Genesis devices All the while you are within a wave, at set periods the number of aliens waiting in yet-to-be selected waves increases. (The frequency of this increase is controlled by the Gen Rate parameter.) You'll notice the overall grid colour changing as you return to the Grid between waves.

If the number of aliens in a wave gets beyond a certain level, that wave becomes inaccessible and a Nogo sign is placed upon it. You cannot enter such a wave. (If you aren't first destroyed, the game ends when all the waves are inaccessible either through your having completed a wave, or through a wave being taken over by aliens).

To prevent the takeover of a wave by aliens, you can either enter the cave and do battle (the usual route), or you may plant a retroGenesis or antiGenesis device in the active square. The device will act for you against the aliens whilst you're away battling on a different wave.

AntiGenesis devices (plant and retrieve in the active square using F5) prevent any more aliens being generated in any wave to which applied. You get 8 ants. When you want to retrieve a wave protected by an antiGenesis, retrieve it and then enter.

RetroGenesis devices (plant and retrieve in the active square using F3) actively reduce the amount of aliens within their square of operation. You get 4 of these most useful devices. If they reduce a wave to a single alien, they automatically disengage and return to store. Apart from that they can be retrieved into store in the same manner as the antiGenesis devices. The number of antis and retros, plus the special icon reserved for each, is shown to the right of the colour bar display.

Entering an attack wave Once you have completed all your business on the strategy grid and wish to go to battle, pressing **F1** transports you into the wave chosen in the Active Square.

Doing Battle After you have pressed **F1** to go into battle, the strategy grid will fade away and the planetary surface will appear. Your three llamas will also appear in the centre of the screen. The killdroid hovers above their heads.

Control of the Llamas Moving the joystick left and right causes Mama to accelerate in the desired direction. If the FIRE button is not being pressed, then pushing the joystick up causes Mama to jump, and pushing the joystick down causes her to sit down (if there is any downtime left) to regenerate strength. The baby llamas imitate whatever Mama does. If she jumps, so do they.

The KillDroid This device is used to clobber the assailants with. When the FIRE button is not pressed, it hovers in a de-activated state over the llamas. Hold down the FIRE button to gain control of the droid. The droid starts to flash (indicating that it's active) and is now under joystick control. Droid response is full-inertial. To kill with the droid, simply run it over the desired target. Note that with FIRE pressed the llamas cannot jump or sit down, but they are still left/right control. The easier option is therefore to activate the droid while you're sitting down. It is possible to adjust the inertia of the droid to suit the needs of a particular wave or your own tastes. On the upper status line at the base of the screen are two displays, either side of the centre, reading X1:4 and Y1:3. These figures represent the X-inertia and Y-inertia of the droid. Press **A** and **Z** to adjust up and down the Y-inertia, and **X** and **C** to adjust the X-inertia. The best time to do this is just before you enter the wargate and not under attack, or put it in PAUSE mode and adjust the droid in safety.

Convenience Controls These are available through the Battle phase. Pressing **P** activates Pause Mode. Unlike a normal Pause mode, this doesn't stop the action, it just renders the aliens harmless and stops degradation of strength and alien production. The border goes **red** while this mode is on. It is useful in this mode to experiment with the droid (which you can still control) and adjust its inertia. Press **P** again to leave pause mode. If the music annoys you it can be muted by pressing the **M** key.

Status Displays The top status line shows droid inertia as detailed above. On this line are also the four scanners. These track active objects on the planet, and tell you which direction to go to get to them. The number refers to the object being tracked, 1–4, and the arrows bracketing the number give directional and distance information. A **blue** arrow means the object is far away, and a **white** arrow means the object is very close, probably visible. If both arrows around a scanner are grey, then that scanner is not tracking anything at all. Large arrows also light up when the wargate is open, indicating the way to get to the Gate.

The **wave name** is displayed below this. On the next line down, against a purple background, the llama strength meters are displayed. Meter no. 1 indicates the strength of Mama, 2 and 3 show that of the babies. If allowed to reach zero, you lose that llama. Keep an eye on these indicators and sit down to regenerate strength as necessary.

Below this the **Planet type** is displayed, and on the very bottom line are displayed score, CF and zap number. The 'zap number' indicates how many aliens you have to zap to clear the sector (usually). There are several waves where the zap number is reduced in different ways, but you'll find out about them ... The objective in each wave is the same, however reduce the zap number to zero, and thereby open the wargate. The number of aborts available is also shown on this bottom line.

Sitting Down As your llamas get clobbered by assailants, their strength decreases. This also occurs just from running and jumping about. You have a limited amount of 'downtime' during which you can sit down and your strength will build up. The amount of downtime is set by the **Regen** parameter. The colour of the llamas changes while seated, to give you some idea of the amount of downtime available, and they automatically stand up again when it runs out. Downtime is reset to maximum whenever you leave the Strategy Grid.

Aborting If a wave is too heavy for you and it looks like you're going to lose a llama, you can force the wargate to open by pressing the F7 button (provided you haven't already used up all your aborts!).

Scoring The game is scored in two ways by a conventional score, i.e. you get points for whatever you hit, with different creepies giving different values. There is another score system, the CF or Completion Factor. Whenever you complete a wave, 1 × the number of llamas remaining, is added to the CF. Thus the theoretical maximum CF is 300 (there are 100 waves and if you did them all with all 3 llamas intact you'd a CF of 300).

About the Waves Many of the waves are quite straightforward; i.e. zap the enemy and the zap-quotient decreases. On many waves, however, you have to figure out what **to** kill and what **not** to kill, it; how to activate certain devices; what **not** to kill (mistakes can upset Rory) ... Sometimes you may have to pass under something, touch something with your llama, jump catch things, avoid things, simply hang around, follow things, make objects hit other objects and so on. Many of the waves are puzzles, and the zap number doesn't always represent an actual physical number of aliens; there are other ways to reduce it. Some of the aliens are only vulnerable during certain phases of attack.

Leaving a Wave Once your ZAP is reduced to zero, or you've pressed abort, the Warp Gate opens. Use the large arrow to locate the Gate and when it is in an appropriate position, enter the Gate. You will be returned to the Strategy Grid.

Hints on Gameplay There are two kinds of especially savage Rory: one can be shot with the droid, the other cannot. Ghosts can sometimes be shot. Gremlins don't like water. Rory won't tolerate any CD stopping. Use inertia for your own benefit. Remember to sit down when necessary. Eyeball the scanners. Clobber Uncle Clive and his devices. Turn down the music and listen to LedZepIV (the album not the planet). A gentle touch with the droid works better than a heavy hand. Look after Mama. Be quick in all waves. Preserve your spatial awareness.

2 ▶ RASKEL
© Alligata

The Game Defend your power rail from the invading aliens, once it is destroyed so is your planet. You can manoeuvre your craft both in space and along the power rail firing at will, but be careful, blasting exhausts your energy level. Keep on the move and watch out for aliens because if you remain static or crash with an alien this also drains energy and you'll eventually vaporise. When all else fails resort to the Track Bomb.

Features 20 Alien invasion waves.

Points High score table   Blast everything in sight.
Wave bonus for alien attack repelled.

To Move Joystick only
F1   Track restore
F7   Track Bomb
P   Pause
RESTORE Reset high score table
RUN/STOP Restart

3 ▶ AQUA RACER
© Bubblebus

The Game The object of the game is to complete as many of the 20 courses as possible within the time limits. First there is a qualifying round, and then the main round. You will be competing against other boats who will get in your way.

Control Using a joystick in Port 2, move the boat left and right. Push the joystick forward to accelerate and back to decelerate. Press the fire button the change gear.

Title Screen Mode In the title screen mode you select the game option by moving the arrow up and down using the joystick and pressing the fire button.

Practice Mode In practice mode you select the course no. (1–20) using the joystick. There are no other boats on the practice course and when it is completed you go back to the title screen.

Demo Mode In demo mode the computer automatically selects one of the first four courses and shows it. To leave demo mode just move the joystick.

General When you start the game you select the no. of players (1–4) and input names. You can skip this by pressing the fire button.
To Abort the game, hit the RESTORE key.

4 ▶ FRENZY
© Micro Power

The Game Deadly sub-atomic particles are running free in a scientific research centre. It is your job to trap the darting Leptons using a robot craft before your time runs out.

As you move the craft across the screen a green ion-trail is dragged along behind. When you reach the edge again the smaller area, confined in this green line, is filled in. A Lepton is captured if it is trapped in this area or if 95% of the screen has been filled. A bar running along the bottom of the screen indicates the percentage of the total area remaining to be filled. Enclosed areas are coloured red, but at any time you can switch to the faster speed and areas so filled are coloured pink.

Higher levels introduce Chasers which move along the borders. A life is lost if you collide with one of these or if a Lepton hits your trail. The number of Leptons and Chasers increases up to a maximum of 5 of each. An extra craft is obtained on completion of the third, sixth and ninth screens.

A good strategy is to build small narrow pink blocks up the centre of an unfilled area in fast mode and then to finish off by using the slower mode to reach the top of the screen and capture the Lepton (producing a red block).

Scoring The base score for a fast-filled screen in 1237 – double for slow-filled areas. By way of example, the maximum score that can be obtained on screen 7 (if 95% area is filled and all Leptons captured, on slow-fill) is calculated as follows:
Score = $1237 \times 0.95 \times 2$ (all slow fill) $\times 5$ (screen multiplier) $\times (1 + 3)$ (3 Leptons captured) = 47006. This is excluding the time bonus.

Game Controls Plug a joystick into control port 2 or use the following keys:
SPACE BAR or FIRE sets the robot craft in motion. Pressing this again causes the craft to move faster. Before each game, 'S' turns the sound on and 'Q' turns it off.

5 ▶ CIRCUS
© Adventuresoft

The Game Your car has run out of petrol on a lonely road miles from habitation. As you trudge reluctantly down the road in search of help you are suddenly confronted by an amazing sight... In a nearby field is a huge circus tent. But this is no ordinary circus tent as you will soon discover!

To save a Game To save a game situation at any point during play, simply place a blank tape in the recorder, type SAVE and press the < ENTER > engage RECORD and PLAY on the recorder, and press the < ENTER < key again.

Loading a Saved Game
You can load a saved game at the start of an adventure, or at any time by typing QUIT and re-starting the game.
The first question asked by a Mysterious Adventure is: 'RESUME PLAY ON A SAVED GAME? If you type Y and press < ENTER > with a rewound 'saved game tape' in your recorder, the adventure will continue from the point at which you saved when the data has loaded.
Only answer Y to the question 'RESUME PLAY ON A SAVED GAME? If you have a 'saved game tape'.

10
COMPUTER
HITS
2

▶10 ORIGINAL HIT GAMES